AMF® XTREME BOWLING 2006

blast!

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit **http://www.pegi.info**

SLES-54365

1 – 8 Player • Memory Card (8MB) (for PlayStation®2) : 84KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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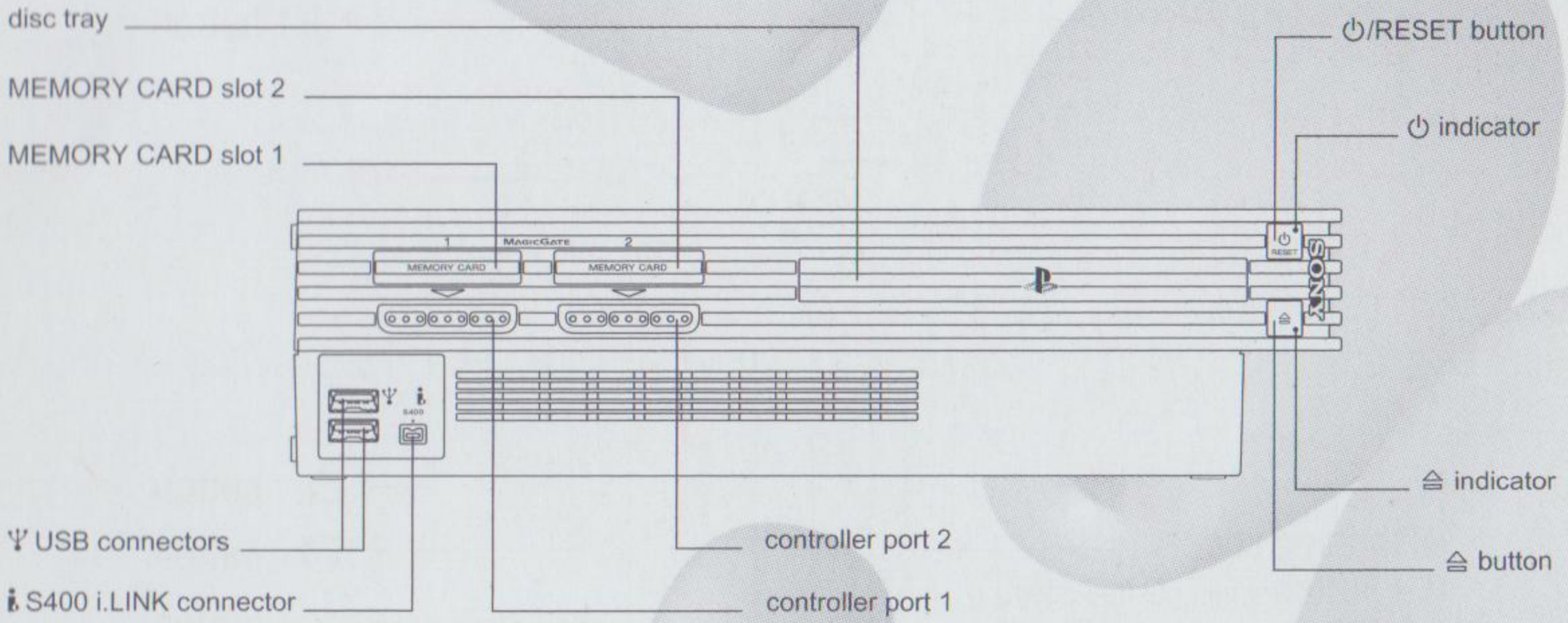
GETTING STARTED

PlayStation®2 [front panel]



Please note, illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, please refer to the setup instructions provided with your system.

Set up your PlayStation® 2 computer entertainment system according to the instruction manual. It is advised that you do not insert or remove memory cards (8MB) (for PlayStation® 2) or other accessories once the power has been switched on.
Please ensure you always have an analog controller (DUALSHOCK®2) inserted into Controller Port 1. Note that you will require at least 84KB of free space on your memory card (8MB) (for PlayStation® 2) in order to save game data.
Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
Press the ⏻/RESET button. When the ⏻ is green, press the ⏏ button to open the disc tray.
Insert the *AMF® Xtreme Bowling 2006* disc with the label side facing upwards and press the ⏏ Button to close the disc tray.
Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

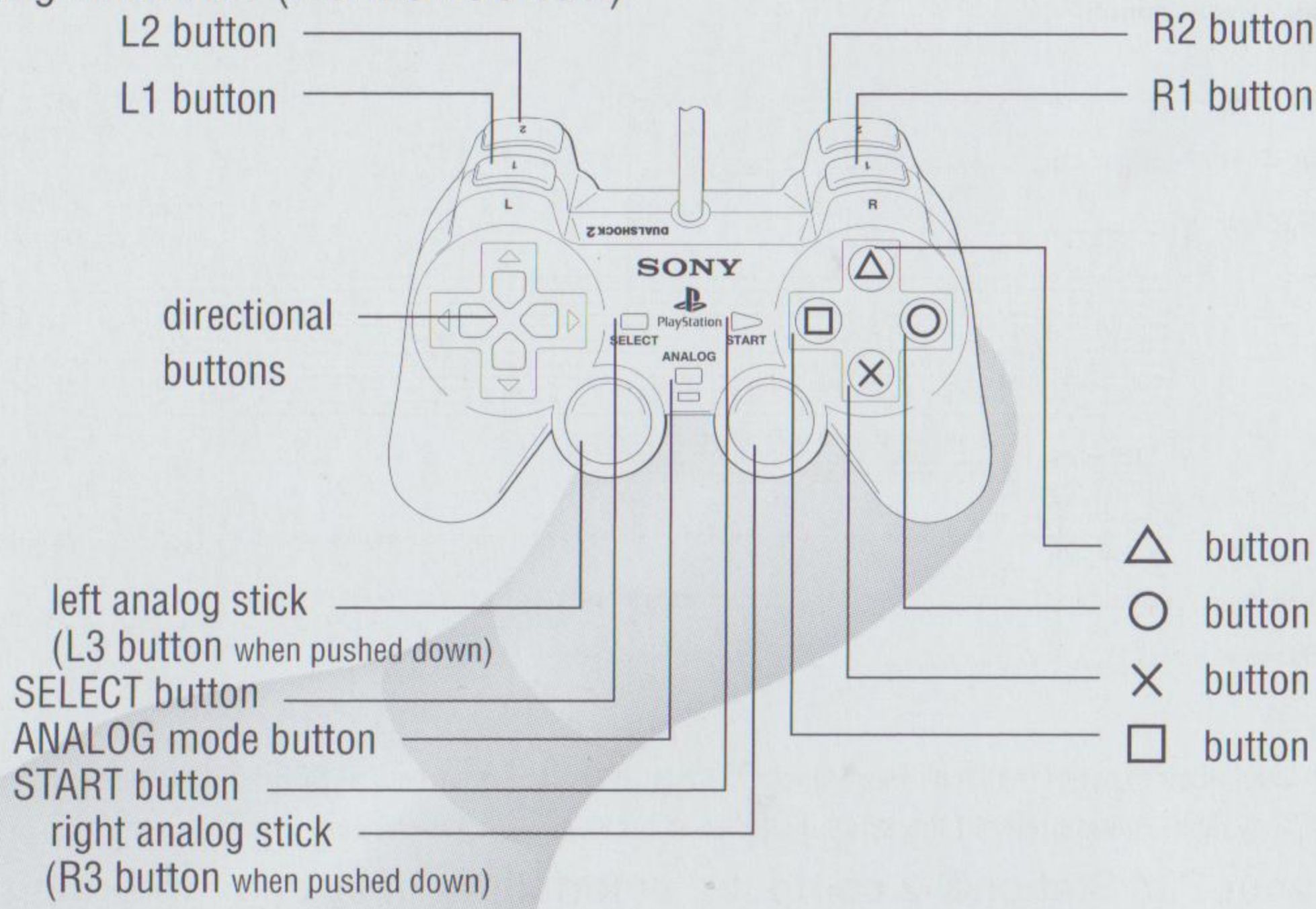
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Options data is auto-loaded on boot up. This game uses an auto-save feature in certain instances throughout the title. Insertion of a memory card (8MB) (for PlayStation®2) beyond boot up may cause data to be overwritten.

Select your preferred language from the language selection screen on boot up.

STARTING UP

Analog Controller (DUALSHOCK®2)



This game does not support a digital controller.

TAKE CONTROL

Main Menu

Left analog stick ..... Up, Down, Left, Right
× button ..... Accept
△ button ..... Back

Approach Mode

Left analog stick ..... Move Bowler
Right analog stick ..... Adjust Aim
× button ..... Enter Bowl Mode
□ button ..... Help
○ button ..... Swap Strike/Spare Ball
R1 button ..... Display Oil
R2 button ..... Display Scoreboard
L1 button ..... Lane Zoom
L2 button ..... Pin Zoom
START button ..... Pause
SELECT button ..... Reset Bowler Stance

Bowl Mode

Left analog stick .....Adjust Spin
× button ..... Bowl Meter Control
□ button ..... Help
○ button ..... Swap Strike/Spare Ball
△ button ..... Return to Approach Mode
R2 button ..... Display Scoreboard
L2 button ..... Pin Zoom
(after you've bowled)
START button .....Pause

OVERVIEW

AMF® Xtreme Bowling 2006 is a realistic bowling game based on the worldwide popular AMF® brand.

The game takes place in nine different populated bowling arenas, where you are given the choice of controlling one of eight pre-defined characters, or using the "create a character" feature to customize your own player.

You will be able to visit the following bowling centers: Hollywood, Baton Rouge, Southtown, Vegas, White Plains, River City, Kingpin Lanes, Sawgrass Lanes, and Tombstone. Each of these bowling centers also offer the Xtreme lighting package popular at many AMF® bowling centers around the world, so you can bowl under the neon and black lights at any of the normal venues.

GAME MODES

The game can be played in six ways:

Practice

Practice mode is a straightforward opportunity to practice your bowling techniques in a single player game. Scores are monitored so that you can see if you are improving, but there are no other competitors to play against.

Quick Match

This mode allows for either a single-player game, or up to eight people in a multiplayer game. The game consists of one round of bowling being played using normal scoring rules. One round consists of the usual 10 frames, with the scores being calculated, and the winner shown at the end of the round.

Tournament

Tournament games take place with 16 players. Up to eight people can take part in the tournament, with the remaining places being randomly selected as AI controlled players. The tournament is played as a knockout competition, with each stage being played over three rounds. The winner of each match progresses to the next stage of the tournament.

League

A league game can be played with a choice of 4, 8, or 16 players taking part. Up to 8 human players can take part in a league with the remaining places being filled by a randomly selected AI characters.
Each round of the League game is decided by playing your next opponent over three games. After the game, each player is awarded points based on how many of the rounds he/she wins and total pins knocked down.

Pin Challenge

This single player mode presents you with an increasingly difficult series of situations in which you have to try to knock down the remaining pins. Beginner difficulty will start with a full set of pins and as the difficulty progresses additional pins will be removed. You are given three attempts to clear the pins. Every time you fail to knock all of the pins down, you lose one of these attempts. Once you have used up all of your attempts, the game mode is over. Unlockables are awarded for successful completion of different difficulty levels.

Match Challenge

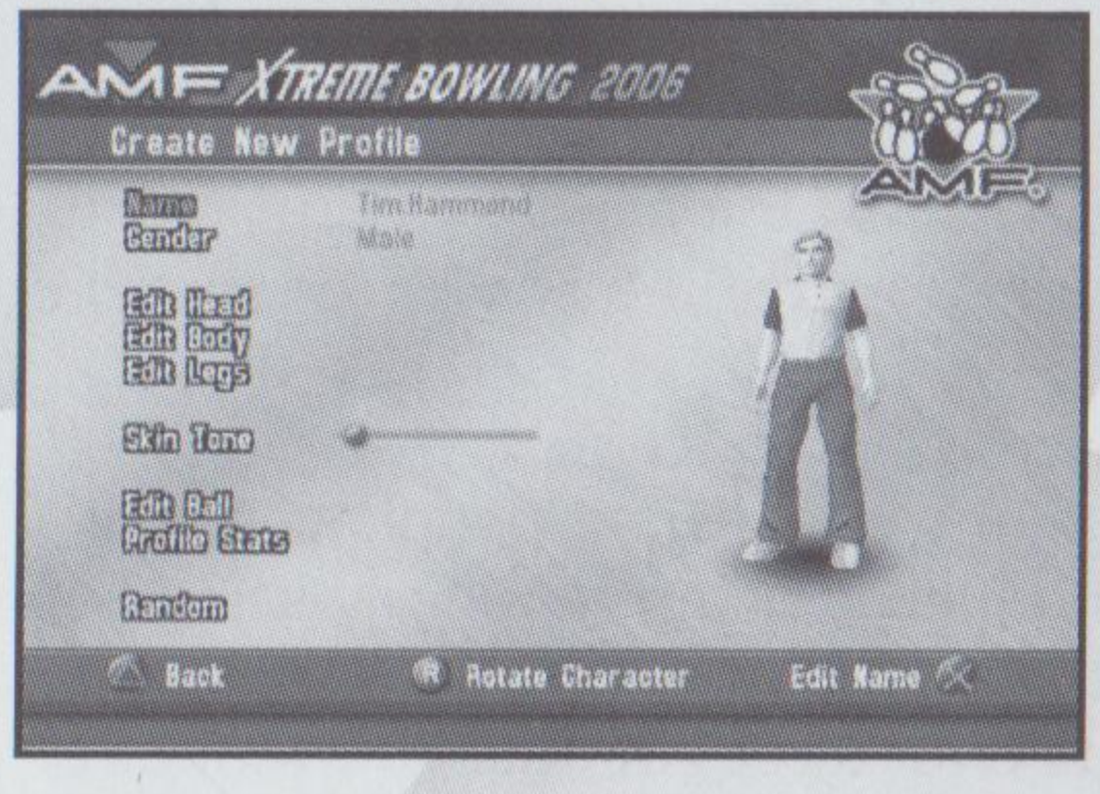
Match challenge puts you in a scenario within a match that you must complete and try to win. For example, you could be left with split pins in the sixth round, trailing by 20 points, playing against an opponent who is on a hot streak.

The particular point that you join a match will generally be at least half way through a round and you will be playing against a randomly selected opponent. If you win the match, the next challenge match is unlocked.

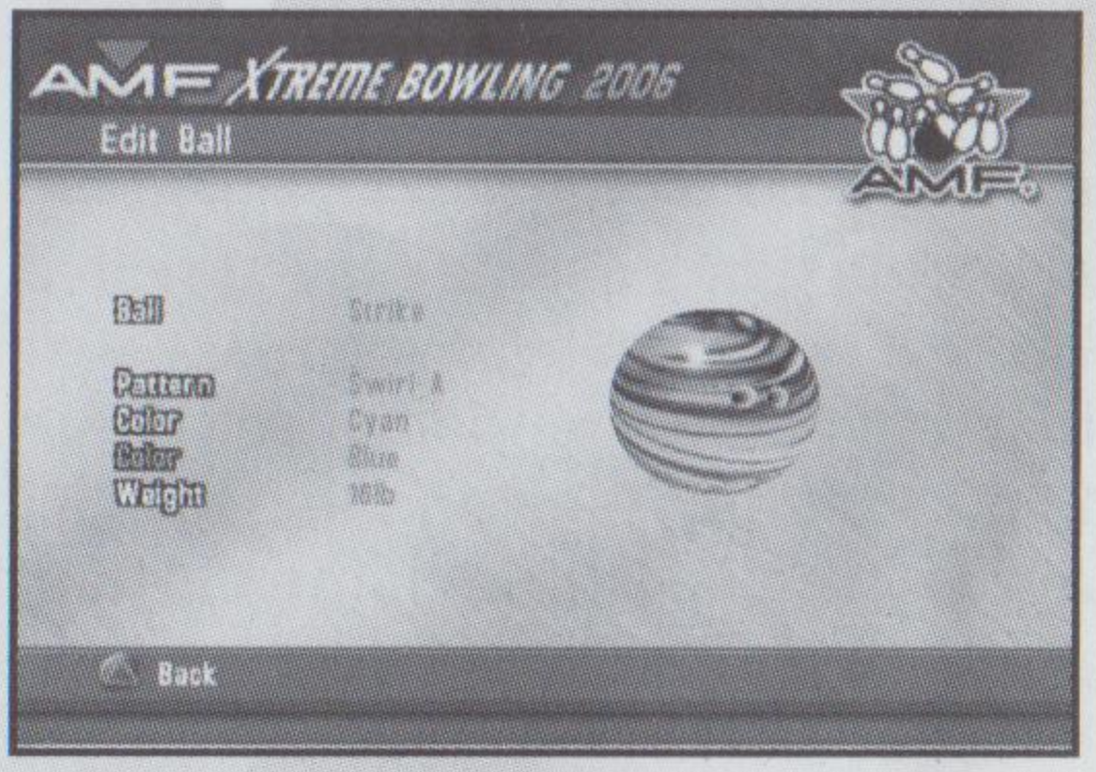
Some of the match challenges will replicate previous real-life bowling examples that have occurred in the past, with the player given the chance to see how they would do in the same situation.

CHARACTER EDITOR

AMF® Xtreme Bowling 2006 has a robust character editor built in that allows you to change many of the physical attributes of your bowler.



The character editor also allows you to change the weight and appearance of the strike and spare ball that your bowler will use.



BOWLER ATTRIBUTES

You can further customize your character by choosing where to allocate your skill stars. Skill stars are units that we use to measure your bowler's skill level across three different attributes.

Those attributes are Power, Accuracy, and Spin.

Power determines how quickly your bowler can get the ball down the lane. More Power means that the ball will strike the pins harder and allow for more action. More Power allows you to bowl strikes more easily.

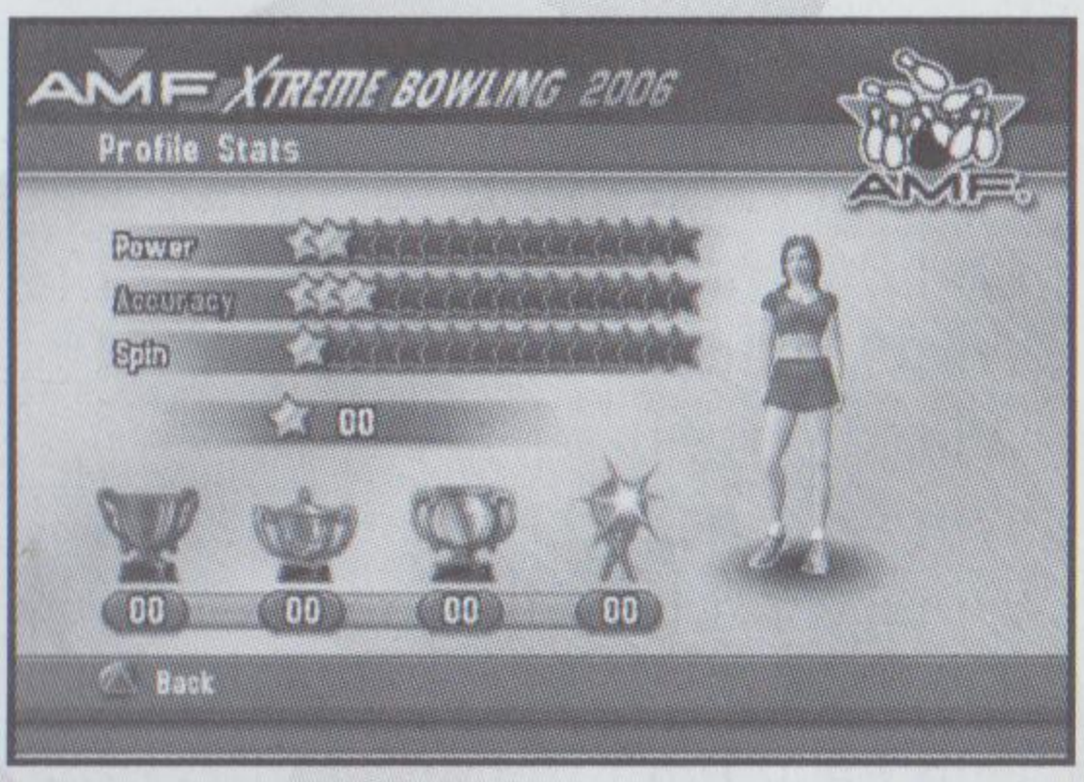
Accuracy determines how precise your bowler's aim will be. If you choose to put no stars in your Accuracy attribute, you will find it very hard to hit the pins you are aiming for.

Spin determines how much spin your bowler can put on the ball. Bowling straight at the pins with no hook to the pocket is a good way to leave yourself a lot of splits. All the best bowlers develop their Spin in order to get a good shot in to the pocket and produce more pin action.

CHARACTER ADVANCEMENT

Stars

Stars are awarded to you after each match, whether it is in a League, Tournament, Quick Match or Challenge. Stars can then be added to your stats in the Player Editor at any time.



Stars are awarded when the following conditions are met:

Condition	***Number of Stars Awarded***
First Spare	1 star
First Strike	1 star
First Double	1 star
First Turkey	1 star
First Game Won	1 star
100 points in a match (first time) (not in practice)	1 star
125 points in a match (first time) (not in practice)	1 star
150 points in a match (first time) (not in practice)	1 star
175 points in a match (first time) (not in practice)	1 star
200 points in a match (first time) (not in practice)	1 star
225 points in a match (first time) (not in practice)	1 star
275 points in a match (first time) (not in practice)	1 star
300 points in a match (first time) (not in practice)	1 star
Win Beginner Tournament	1 star
Win Amateur Tournament	1 star
Win Intermediate Tournament	1 star
Win Advanced Tournament	1 star
Win Expert Tournament	1 star
Win Championship Tournament	1 star
Win Beginner League	1 star
Win Amateur League	1 star
Win Intermediate League	1 star
Win Advanced League	1 star
Win Expert League	1 star
Win Championship League	1 star
Win Easy Pin Challenge (first time)	1 star
Win Intermediate Pin Challenge (first time)	1 star
Win Medium Pin Challenge (first time)	1 star
Win Fiendish Pin Challenge (first time)	1 star
Win Hard Pin Challenge (first time)	1 star
Win Nightmarish Pin Challenge (first time)	1 star
Win Xtreme Pin Challenge (first time)	1 star
More than 50% Strikes	1 star
More than 50% Spares	1 star
Win First Match Challenge	1 star

Unlockable Items

Throughout the game, various conditions can be met which will unlock items that you can use to customize your character. These are overlays for you shirt. Items will be unlocked under the following conditions:

Condition	***Item***
First Strike	Strike Overlay
First Game Won	Pin Overlay
Beginner Tournament Won	Ball & Pin Overlay
Amateur Tournament Won	Crocodile Overlay
Intermediate Tournament Won	Monkey Overlay
Advanced Tournament Won	Cat Overlay
Expert Tournament Won	Brit Spot Overlay
Championship Tournament Won	Stars Overlay
Intermediate Season Won	Roger Overlay
Expert Season Won	Yin Yang Overlay
Championship Season Won	Paws Overlay
First Turkey	Fireball Overlay
Win Five Games in a Row (First Time)	Lucky Overlay
Win Easy Pin Challenge	Stripes Overlay
Win Intermediate Pin Challenge (first time)	Stripes 2 Overlay
Win Medium Pin Challenge (first time)	Stars Overlay
Win Fiendish Pin Challenge (first time)	Ducks Overlay
Win Hard Pin Challenge (first time)	Hearts Overlay
Win Nightmarish Pin Challenge (first time)	Red Flame Overlay
Win Xtreme Pin Challenge (first time)	Flame Overlay
Win First Match Challenge	Rainbow Overlay

GAMEPLAY HINTS

- Using more power causes the power bar indicator to travel faster, making it more difficult to hit the perfect release point. Use less power to get more accurate throws.
- The amount of power used by your bowler is directly related to how much pin action you will receive once the ball strikes the pins. If you build up your bowler's power attribute, you can use less power on the power bar to achieve good pin action.
- The power you use also determines the inaccuracy angle. If you bowl slower, you are given greater leeway for missing the 'dead-on' release point than if you bowl faster.
- The accuracy attribute is another way to reduce this inaccuracy angle. Building up your bowler's accuracy attribute will give you a bigger margin for error when attempting to hit the 'dead-on' release point.

- AMF® Xtreme Bowling 2006 employs a dynamic oil system. That means that the oil on the lane changes as you bowl on it. You cannot bowl the same exact way for an entire game, as the oil pattern on the lane become more spread out as you bowl longer. Good bowlers will adjust to the oil spread by adjusting their approach lane to the pins, adjusting the amount of spin and power used, or a combination of all.
- Bowling consecutive strikes is all about pin action. The more pin action you can achieve, the more likely you are to bowl a strike. You can achieve the largest amount of pin action by hooking the ball in to what is called "the pocket". The pocket is generally considered to be just to the right or left of the headpin. Applying a high amount of power and spin in to the pocket will result in spectacular pin action and award you with a very high probability of bowling a strike.

Technical Support

Telephone: 0845 234 4288
Email: support@blast-games.com

CREDITS

ATOMIC PLANET

Managing Director
Darren Falcus

Operations Director
Jason Falcus

Finance Director
Mark Hargreaves

Project Producer
Mark Lunn
Phil Gilbert

Lead Programmer
Andrew Seed

Programming
Andy Taylor
Matt Knowles

Additional Programming
Phillip Corner
Stu Leonardi

Technical Support Assistance Paul Margrave
Martin Pegg

Art Manager
Dave West

Lead Artist
Andy Hodgetts

Art
Andy Stockton
Rob Gray

Character Animation
Martin Greenall

Additional Art
Stu Flint
John Gibson
Dave Drury
Stephen Walker
Trev Storey

Lead Design
Matt Falcus

Quality Assurance
Jamie Pearson

IT Coordinator
Tim Jennings

Mud Duck Productions

Producer
Mike Fridley

Manual and Packaging Design
Lindsay Muller
Michael Wagner

PR and Marketing
Pete Hines
Erin Losi

V.P. of Development
Todd Vaughn

President
Vlatko Andonov

Quality Assurance Lead
Rob Gray

Quality Assurance
Ruben Brown
Ben Barreras
Adam Sensoy
Jesse Tucker

Customer Services Numbers

• Australia — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers oniy for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

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• Ireland — **0818 365065**

All calls charged at National Raté. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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